



BORIS THE SPIDER

*A Journal of Supplicious Deeds,
Bare Power, and Naked Greed*
*"It's not a rascal and no more
 When she no power to drive!"*
-Sir Walter Scott-



ISSUE #1, #7

18 Jul 98

AVALONCON Bound!

As it now stands, Dots and Paul Saunders will be sharing a room again at AvalonCon again this year. Ms Nar will either stay with the Kingler's in central VA or with Lisa Saunders in the DC area (with an occasional leap to Hurt Valley to use the pool). The only other Barker knows is he going to Ward Fowble who will be chained to the EMPRES IN ARMES journey all week.

Congratulations go out to Dan Farrow on his second victory at the HUNT. This leaves a page open for other players, but, alas no immediate candidates since MIA Pitt Grandmaster is signed up for most of the games that are nearly full. And we had no response to speak of for HISTORY OF THE WORLD.

STANDBY ALERT:

'Boris XI': France

'Boris XII': Turkey

CIRCUS MAGNUS: Reinier Al Ghul

MAGIC REALM: FIVE & ONE B&B/DC

Interested parties should send in orders for each position they are interested in. If the poorest player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "The job of a soldier is to destroy the enemy and come home alive."
- Capt John Shindler.

16GA, Mark Dettink's 18xx variant based on Georgia 1800s is now available as a kit (i.e., you get to do a lot of cutting) for \$25. This new game for 3-5 players is designed to be playable in about 3 hours and suitable for review as well as more experienced players. The kit costs only \$25.00 postpaid to the continental US. Shipping costs overseas will be additional (enquire for exact charges). Orders can be placed using VISA/MC if desired in addition to checks and money orders. Call or email Mark (Mark Dettink) 988M Pleasanton, 9801 Glenview Drive, Chalfont, TN 37415-1546. Phone 423-344-0636, before 10 p.m. EDT please. e-mail: dettink@earthlink.net or arrange credit card orders.

Heath Gardner is again trying to get a postal store started, running regular DEP and gasboat initially. If interested, contact him addresses on pg 10 & 11. Cost expected to be \$1/issue, send no money now.

BORN & BUDON

This month's Madam Boldur Press Excellence Award (and five issue) goes to Jack Shaddock for his London Times article in "Boris XII".

This month's Ms Nar Super-Sunday Bomb is lobbed at Pitt Grandmaster for NMRing out of three games.

PERSONAL COMMUNICATION HERE (maybe)

Deadline for most games is Noon CDT 8 Aug 98



FRENCH ELECTIONS DUE!! BRITS BOLL!

X1
9997D

Fall 1988

ERRATA: France's resolution should've read: 1A Par-Glad-Hon, 1F Bie H, 1A Bel H, 1F775, A Mar-Rio, A Ruk S, A Mar-Rio, A Po H, 1F Spad-H, 1F775. Turkey also ordered 1F Ank-H, French A BEL can retreat off or BIE. French 1F SPAD can retreat off, LTO, MAR, or WES.

MISKWOOD: Comprehending the chaos of last season's orders to non-existent units, new elections have from French forms in place as M. Martinson's government cannot maintain some semblance of order in the pre-election frenzy. In York's Wine & Cheese Party seems to be the most serious challenger, but M. Fawcett's Moserist are strong in the northwest. In the East, 'tis clear that Turkey is, at least momentarily, the odd man out.

TROOP MOVEMENTS

England retreats A RIE to BIE. France is MMR as GM retreats A BEL & 1F SPAD off or to BIE & 1F SPAD off or to LTO, MAR, or WES. Turkey retreats A BEV to LTO & 1F GRE retreats to AID.

ENGLAND (Anderson): A SIF S RUS A Mra, 1F Spad-H, 1F Der S, 1F Hui-Rio, 1F Hui-Rio, 1F Eng S, A Por-Ber, A Por-Ber, 1F Hui C, A Por-Ber, A Den S, 1F Hui-Rio, 1F Hui S, A Bel, A Bel R.

FRANCE (Martinson): MMR, 1F Bie H, 1F775, 1A Bie H, d, A Ruk H, A Po H.

ITALY (Chilcoat): A Mra S, 1FUC A RIE, A Ruk S, 1FUC A Ruk, A Vie-Tri, A Tri-Ad, 1F Ger S, RUS A Ruk-Bull-Hui, d, 1F Nap-Hui, 1F Ad S, 1F Nap-Hui, 1F Typ S, 1F Nap-Hui.

RUSSIA (Fahert): 1A Mra S, A Ser, 1A Ruk S, A Ser-Bull, 1A Ser-Bull, A Ser S, A Ruk.

TURKEY (McCabe): 1F Ang S, 1F Ad-Ger, 1F Ad-Ger, 1F Kom-Hui, 1A Uke-Mra, 1A Bull S, 1F Ad-Ger, 1F Bie-Ruk.

Orders in brackets fall; wch = ambiguous order; d = unit destroyed due to lack of valid retreat; imp = impossible; nra = unit not so ordered; nap = no such place; nra = no such unit off - off the board; nra = unit on for move; (a) = unit unordred.

French 1F BIE must retreat either off or to GAG.

SUPPLY CENTER CHART

ENG: Edi Lon Nery Sen Den Lpl Rio SIF Hui Par +Bel +Ber +Bie +Mar

(14) Build 4*

FRA: -Bie -Mar Par Spa -Bel -Hui

(2) Tear 1**

ITA: Nap Hui Vie Tri Tur -Ber Vie Bud +Mra

(8) Build 1

RUS: Mra Ser Hui War +Ser

(5) Build 1

TUR: Ank Sny Bul Ger Coa -Ser

(5) Tear 1

* Will play at least 1 short since only has 3 home centers.

** If BIE r-urb, is EVEN.

Our next list are the retreat, build/move and orders for Spring 1989.

EMERGENCY MEAT

Moscow: The victory for the liberation of BEV celebrated through-out Russia and the expeditionary Armies in the Balkans pledged to go on the offensive to drive the heathen Turks back to the dark wood-holes they crawled out of freeing the Balkan states of their oppressive bitter coffee and food-stealing hostiles as they assisted our gallant allies the Russians in liberating Greece. (plus we get first dibs on prime Black Sea front properties in Bulgaria).



RIOTS IN TURKEY R/H Rolla!

Spring 1982

XII

1982

MENAS MORDEL: Sultan Ak-Mert has met totally unexpected resistance to his plan to tax 2nd, 3rd and 4th of a progressively increasing rate. An alternative plan, to tax every utterance of the word "tar" meaning "tax" but pronounced "ber" on the grounds that it invites alcoholism among the multilingual had no hope of being enforced enough to raise the necessary revenue. The ensuing riots and paralysis of the communication system has cost the Porte dearly. The Grand Vizier, Kâzım Karı, and President Baykal all seem to have Perfidious Albion in their crosshairs.

TROOP MOVEMENTS

AUSTRIA (Frying): A Bui-Bui, A Ser-Bui, F Ger 5 A Ser-Bui, A Yui-Tui, F Tu-Alk

ENGLAND (Shackleton): A May H, F Neg-Bur, F Nib-Nig, F Lon-Nib

FRANCE (Beyoncé): A Spa-Bla, A Bar R A Spa-Mar, F For-Mid, F Mar-Lpo, A Pui-Pui

GERMANY (Fubert): A Kie-Dia, A Kie-Mia, F Hui-Hui, F Dui-Hui

ITALY (McCabe): A Tui 5 A Pui-Yui, A Pui-Yui, F Tui 5 F Nap-Isa

MINIKA (Fowble): F Ser 5 GER A Kie-Dia, A Mos-Sip, A Uir-Ser, F Koi 5 F Ser-Bia, A Nip-Pui, F Ser-Bia

TURKEY (Masterson): MMR A Bui-Hui, n-777, A Aris-Bui, F Bui-Bia, n-777, A Ark-Hui

Orders in brackets full, no - not as ordered.

Both Turkish A BUI and F BUI must retreat etc, as to COM. If both are ordered to COM, both are destroyed.

Due next time are orders for Fall 1982 and Pym. Ma Nar cenna Pasa!

EMBASSY BEAT

Berlin: The Kaiser government, distressed at the foreign invasion of the Soviet-Union countries and the conflict in the Balkan states has commissioned a neutral fleet in Berlin to serve as a German bulwark against aggression by neighboring countries and offered Denmark German naval protection as it did Holland in the fall. The German government pledges to assist the attempts of the other great powers to subjugate the smaller neutral nations of Europe.

BORN WORLD PRESS REVIEW

London Times (Kilmartin): In response to pleas from the Russians, the English fleet are engaging in ice breaking operations in hopes of keeping a trade route open between St. Petersburg and London. Fears of Evermore German fleets from Holland and Berlin weigh heavily upon the Soviet-Union peace. After all, one asks, why a fleet in Berlin unless there are designs on the Baltic, and if designs upon the Baltic, why not the North Sea or the Gulf of Bothnia? This building of fleets by the Kaiser only intensifies rumors that he has again become a lackey of the Wormsauce Archduke who is rumored to be an unworthy consort. After all, why is Munich safeguarded from the detestable Austrians? Think dear readers and ponder the secretive designs on the continent in regards the sovereignty of the British nation.



BALKAN WORD VI
Some Speak!
Turkey Has Last Word
Winner 1913/14

1997U
pb08

ERRATA: Greece also controlled TIR.

CLIFFHANGER: The game came lived up to its "fun-paced and vicious" reputation. One built up some early momentum and just kept rolling--for other five just couldn't quit stabbing each other long enough to slow him any. It would've been interesting to see how it might have turned out if Greece had been fully in play from the start. We have 4 signed up, need 2 more. Map and rules available on request.

TRUCK MOVEMENTS

Turkey retreats F IZM etc.

ALB N Wilson: I feel exactly the same for Rumania winning this one. My initial goal was to get RGA joined to eliminate Serbia, then turn on Rumania. I would be the land power and Greece the sea power while we both moved to 14. Instead, Greece focused on me. By then it was too late to do anything with Berlin and I felt I had no choice but cooperate with Rumania, hoping he would either let me live or the easterners could slow him down and give me a chance. Nothing worked, Rumania ran straight to 14 and I got eliminated.

I still think Albania and Serbia almost have to be enemies in this variant. I should have worked harder keeping the peace with Greece and it might have worked (I did in another game of BW in another slot). But that's history now.

Congrats to David on a nice win. My regrets to Phil. Had I known I might have tried a AN alliance, even though it would probably have been doomed to failure.

My apologies to the others for not writing much. I quickly found myself where it probably didn't matter so didn't write.

I'll play again, but not as Albania. I've played this twice, both as Albania. Time to try something else.

REM Andersson: I won?

REN McCaleb: Signs set up for another.

TUR Philbert: First congrats to Dave for the win-he just spelled all of us right good! I also bow to him for his prowess of Diplomacy-he told me all the things I wanted to hear (and apparently everybody else too) and then played the lot of us like a well tuned orchestra to a very convincing victory.

Get 'em up again, buckeye, and I don't want any of that stinky Alb or Ser brands either. Just kidding-its in for a go again.

EMERGENCY BRAT

Constantinople. Sultan al-Ras mourning the loss of the Turkish fleet within view of the Great Palace on the Black Sea, bowed to their inevitable and dispatched a tribute caravan to the Rumanian Thag...ah...the caravan Knapen with gold, spices, gems, and charmed harlots...no...ah...desired human girls...yes...to carry favor and save his own despotic rule...no...his position as regent of Asia Minor and chief Rumanian lackey.



Raise a Slowest!

| ODDS | COLOR | DRIVER | CDM/DAG | CART | Whip | Wheels | TEAM | END | Speed | D/E |
|-------|--------|------------------------|---------|------|------|--------|------|-----|-------|-----|
| 2-1 | Red | Ratadix A-Ghul (1-1/R) | L | y | 0/0 | 7038 | -4 | 22 | 2/2 | |
| 6-1 | Black | Josephus-2/101 | M | n | 0/0 | 3454 | 22 | 16 | 2/1 | |
| 6-1 | Blue | Sartorius (0-2/10) | L | n | 0/0 | 4448 | 30 | 21 | 2/2 | |
| 12-1 | White | Pippus Maximus (1-1/R) | M | y | 0/0 | 4443 | 25 | 10 | 2/1 | |
| 247-1 | Yellow | Won Hung Lo (0-2/R) | H | y | 0/0 | 2325 | 5 | 14 | 1/1 | |
| | Brown | | - | - | - | 6433 | 30 | 16 | 2/1 | |
| | Purple | | - | - | - | 6435 | 30 | 16 | 2/1 | |
| | Green | | L | | 0/0 | 7434 | 29 | 20 | 2/5 | |

Turn XI

PLEPPUS MAXIMUS: 16, whip 0, -3 END+19, Ahead 19.

BROWN Team: 18, Ahead 20.

SARTORIUS: 18, Ahead 2, in 1 corner strain @ 1: 10-2 = 8 = a/c, -1 END, Ahead 14.

JOSEPHUS: 14 less 6 (used mauling), Ahead 6, not 2.

BROWN Chariot: 20, Ahead 20.

PURPLE Team: 18, Ahead 18.

KADRE AL GHUL: Permanently lose 1 HP, ~~2000~~ 21, can't whip, Ahead 21.

WON HUNG LO: 14, no whip, Ahead 11, attack Ratadix A-Ghul cart-cart, RAG accepts (11+2-1 = 12) neither cart damaged, Ahead 1, attack cart-horse, RAG must accept 8+3 = 11 → 3 injury points to #4 horse.

Due and time are orders for Turn XII. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Orders for Won Hung Lo will be randomly chosen from those submitted except that B1, N, & CD have priority.

PRESS

Josephus, unnerved by the wobbling of his damaged chariot, gritted his teeth and roared his defiance as he urged his team after the laughing disposable Pippus Maximus.



EXC, HTA, London has 856. McCabe assumes PAR and Henna GEN.

CARRYOVER: Barcelona from 81 rather than 803. Venice ends Milan to Barcelona.

THE CAST (in no-break order)

LONDON (Pawes): 884, 2K, 50M, 12C, Ship-10, 221

ADV: R,Y

BARCELONA (Fruish): 870, 3K, 40M, 13C, Gal-4, 61

ADV: A,E,I,M,R,V

GENOA (Hennat): 660, 0M, 50M, 5C

ADV: E,N,H

VENICE (Bergendert): 845, 2K, 60M, 8C, Gal-2, 111

ADV: I

PARIS (McCabe): 884, 3M, 40M, 13C, Gal-4

ADV: A

TURN 4.1: PURCHASING TURN

Genoa buys "A" Havana, "C" Cannon and "V" Urban Ascendancy for 1-670, Stabilization for 66, and gets 1 level Misery Relief (15 MR bought).

Paris buys "Z" Scurvily Friends (088), can't buy Stabilization (65) so +2 ML.

Venice buys "E" Overland East 1-640 and stabilization 1-681.

London buys "E" Overland East 1-620, 20 crd, "X" Heaven 1-830 & Stabilization 1-820.

Barcelona buys "F" Holy Indulgence 1-940, 20 crd & 9M + 11, "J" Wind/Watermill (550, 10 crd. No stabilization 1-1M). Buy Misery Relief 68 + 5 crd, -1 ML.

TURN 4.2: EXPANSION PHASE

Due to "Holy Indulgence", BAR, in effect, collects 26 from VEN & LON, and 82 from PAR & GEN. Genoa & Paris (8). Can't expand.

Venice 111-221 Plays 21 1-1 @ Bar; 15-T 1-1 @ Bar & Sol; 1T @ Ark, Brs, Eas, Dns & Gal.

London 222-281 Plays 21 @ Par; 41 1-1 @ Ten; 38 1-1 @ Kas, Cyp, Ber; 21 1-1 @ Is & Tas.

Barcelona 112/2 + 415 21 1-1 @ BAR; 21 1-1 @ Par; Ang. 41 Attack Tripoli (g.w.b. = 4,45) and Sol.

London gets the expansion bonus card. L earns 8025, B 985, P 875, V 650, & G 940. The Surplus/Storage rolls are (a+b): 0+3.6 = surplus of Cloth too majority holder & 1+1.6 = surplus of Stone (Paris pays 63). All receive Turn 5 card.

STATUS

GENOA (Hennat): 662, 4K, 40M, 5C

ADV: A,E,I,M,R,V

PARIS (McCabe): 884, 6K, 60M, 12C, Ship-10

ADV: A,S

VENICE (Bergendert): 872, 3K, 60M, 7C, Gal-2

ADV: L,K

LONDON (Pawes): 808, 4K, 50M, 13C, Ship-10

ADV: A,R,S,Y

BARCELONA (Fruish): 6100, 4K, 90M, 16C, Gal-4

ADV: A,E,F,I,M,R,V

ACPS

B: C @ Alg, Ang, BAR, Berg, Cnt, Frs, Gns, Lns, ML, Pot, Sev, Str, Tel, Tux, Val, WAE IT @ Arns, Batts, Lns, Lib, Oms, Pot, Por.

C: C @ Fla, GEN, Mar, Nap, Rome IT @ Bar.

I: C @ Arx, Alps, Alps, Ber, Cal, Ctes, Ctes, Cyp, Eds, Kas, Is, LON, Nap, Shas, Tas, Tns, Val, Tor; 4T @ Por; IT @ Cnt, Jct, Lev.

P: C @ Bar, Brs, Brs, Col, Dp, Lps, Mon, Nur, PAR, SAM, Str, Trt; IT @ SAG, Tns.

V: C @ Bar, Dns, Pns, Sals, Vns, VEN, Vns IT @ Ark, Brs, Dns, Eas, Gal, Sol.

Due next time are your token purchases and card plays. BTW, "Urban Ascendancy" purchases were due this time. (I make Henna, as a steady. G be less this time only).

Your cards (Kartel) are:

CYCLE: B = BAR, C = colored circle, c = white circle, G = GEN, Gal = galley, K = credit, L = LON, M = misery level, P = PAR, T = colored token, t = white token, V = VEN.

Player Holdings: (in Capital Choice order) (Spain orders)

VENICE (Burgundy) 664, 1K, 90M, 9C, 124 850 3-Gal

BARCELONA (Spain) 8137, 5K, 80M, 9C, 0r 313 8-Gal

PARIS (McCabe) 664, 1K, 90M, 9C, 121 850 10-Gal

GENOVA (Delverre) 8117, 3K, 90M, 9C, 128 048 4-Gal

HAMBURG (Capeland) 8133, 2K, 125M, 10C, 34r 081 4-Gal

LONDON (Beldur) 963, 2K, 90M, 9C, 91 810 4-Gal

No orders received from PH Creditors. Chuck Hanna was willing to provide standby orders and is securing the Barcelona position.

Purchase Phase:

BAR - Purchase "Y" - Urban Ascendancy for 920 and pay 815 for stabilization

LCN - Purchase "S" for 960 & 20 or from "W", pay 93 for stabilization

VEN - Pay 81 for stabilization, purchase "A" - The House for 90 or from Capeland & "W", buy "X" - Institutional Research for 640 & 90 or from "Y", "W" & Capeland, buy "B" - Overland East for 830 & 10 or from "X"

GEN - Purchase "W" - Overland East for 840, buy "B" - Human Body for 940 & 20 or from "Y"

Reduce entry value to 884, upgrade to 5-Galley for 810 and pay 85 for stabilization

PAR - Pay 81 for stabilization, buy "A" - The House for 900 and buy "J" - Wind/Watermill for 830 & 10 or from "T"

HAM - Purchase "A" - The House for 630, buy "Y" - Urban Ascendancy for 920, buy "S" - Steamy Vessels for 660 & 20 or from "W", pay 65 for stabilization, conduct entry relief of one level from 15 or & 810

Exchange Phase:

BAR - Pass.

LCN - Place 31 > C @ Granada & 21 > C @ Vienna.

VEN - Place 11 @ Corda & Africa, 41 @ Valencia...conflict - G-4, B-6, W-5 - VEN wins C, can't reach Prague & takes 41 to attack, 41 @ Sicily...conflict - C-1, B-1, W-5 - VEN loses

GEN - Place 31 > IT > C @ Aleppo, 41 @ Sicily...conflict - G-4, B-6, W-1 - GEN wins C, 11 @ Libya, 21 > C @ Angora, 31 @ Tunis...conflict - G-5, B-4, W-1 - GEN wins 1

PAR - Place 21 > C @ Suez, 11 > IT > C @ Tunis, 21 > C @ Pisa, 31 @ Granada (using +1 for "Xmas")...conflict G-3, B-1, W-2 - PAR loses, 41 @ Sicily (using +1 for "Xmas")...conflict G-6, B-5, W-1 - PAR wins C

HAM - Exchange 31 for Card, place 41 @ Granada...conflict B-5, W-5 - HAM loses, repeat attack 41 @ Granada - B-4, W-5 - HAM wins C, 21 @ Jerusalem...conflict - B-4, W-1 - HAM wins C, 11 @ Constantin

Part extra expenses items card.

Income Earnings:

BAR +690, LCN +870, VEN +870, GEN +681, PAR +887 & HAM +687

Surplus & Shortage Rolls for Turn 5:

G-5, B-5, W-2 -> Surplus of Metal, HAM pays 82 fee

G-5, B-5, W-2 -> Surplus of Grain, PAR & HAM tie - no fee

Distribute Cards for Turn 5 & Barcelona buys a card for 600 using "Y".

Highland: IC = City or Domination Market, I = Token

HAM: C @ Hamburg, Cologne, Muenchen, Prague, Norwied, Riga, Stockholm, Lubek,

-Continued on p 8



WINE IS FINE

B&O and NYNH&H Floated
SR 1b



Player Status

D. Farrow 8270, SF, B&H
P. Zinke 5590, C&D, <priority>
J. Butts 6330, DAH
T.J. Klamotte 8490
R. Fisher 9175, B&O, 2 B&O Pres
C. Hanna 6220, C&A, 1 PWR

CORPORATION STATUS

| Corp | Pres | Value | IO | Pool | Par | Cash | Trains | Holdings | Tokens |
|------|------|-------|----|------|-------|------|--------|----------|--------|
| B&O | BF | A100 | 8 | 0 | \$100 | --- | -- | | (3) |
| PWR | | | 9 | 0 | | | | | |

NOTE: John Klinghoffer takes over for Klamotte

Stock Round 1b

Zinke purchases presidency of NYNH&H setting par at 90 (360-180 = 180)
Butts purchases B&O (230-100 = 130)
J. Klinghoffer purchases presidency of C&D setting par at 82 (490-354 = 136)
Fisher purchases a share of NYNH&H (175-90 = 85)
Hanna purchases a share of B&O (220-100 = 120)
Farrow purchases a share of NYNH&H (275-90 = 185)
Zinke purchases share of NYNH&H (380-90 = 290)
Butts purchases B&O (230-100 = 130)
Klinghoffer purchases C&D (236-82 = 154)
Fisher - passes. Hanna purchases B&O (120-100 = 20)
Farrow purchases B & O (180-100 = 80)
Zinke purchases share of NYNH&H (90-90 = 0) NYNH&H Floated
Butts purchases B&O (130-100 = 30) has three cents takes presidency
Klinghoffer purchases C&D (154-82 = 72)
All pass.

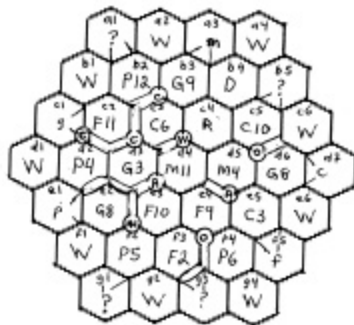
Player Status

D. Farrow 590, SF, B&H, 1 NYNH&H, 1 B&O
P. Zinke 68, C&D, 4 NYNH&H Pres
J. Butts 830, DAH, 3 B&O Pres
J. Klinghoffer 572, 4 C&D Pres
R. Fisher 585, B&O, 1 B&O VP, 1 NYNH&H <priority>
C. Hanna 820, C&A, 1 PWR, 2 B&O

CORPORATION STATUS

| Corp | Pres | Value | IO | Pool | Par | Cash | Trains | Holdings | Tokens |
|--------|------|-------|----|------|-------|--------|--------|----------|--------|
| B&O | ZB | A100 | 2 | 0 | \$100 | \$1000 | -- | | (3) |
| NYNH&H | PZ | B90 | 4 | 0 | 590 | \$900 | -- | | (2) |
| C&D | JB | | 6 | 0 | \$82 | | | | |
| PWR | | | 9 | 0 | | | | | |

Codens for CR1 AND SR2 are requested. In CR1, the following payments will be paid by private companies: Farrow 5 = 30, Zinke = 10, Butts = 15, Fisher = 20, Hanna = 25. Above codens should be handed off DM Data Company by *****JULY 27*****



.. "What Inquisition?" (continued from p. 7)

DEWEG: Kiv. Suro & Gineada. It @ Grotto, Copenhagen, Salzburg, Jerusalem & Smolensk
 PAR: C @ Paris, St. Malo, Montpellier, Dijon, Strasbourg, Bordeaux, Bruges, Treviso, Bari, Terni,
 Pelt & Steby
 BAR: C @ Barcelona, Valencia, Toledo, Burgos, Liria, Sevilla, Poz. Algeas, What Africa, Tripoli,
 Tunis, Orie & Constantinople. It @ Toulouse, Palma, Leon, Oren & Lorient
 VEN: C @ Venice, Florence, Milan, Palermo, Basel, Rome, Budapest, Vienna, Bologna, &
 Salerno. It @ St. Gall, Basel, Danzoo, Corbi & Athens
 LON: C @ London, Edinburgh, Portsmouth, York, Chester, Bogen, Waterford, Iceland, Eastern &
 Vienna. It @ Kensington, Edinburgh & Cornwall
 GEN: C @ Marseille, Lyons, Aix, Cava, Naples, Genoa, Alexandria, Cyprus, Smyrna, Aleppo &
 Angora. It @ Bari, Cagliari, Adalia, Libya & Thessalon

Paper Holdings (in Capital Chess orders)

| | |
|--|---------------------|
| VENICE (Bergmiller) 668, 2K, 90M, 19C 3-Gal | A, N, R, V, W, X |
| BARCELONA (Rieser) 8175, 7K, 80M, 12C 0-Gal | A, V |
| PARIS 880Cabel 890, 5K, 90M, 12C 10-Skip | A, L, J, N, R, S |
| GENOA (Delbecq) 8109, 4K, 80M, 11C 6-Gal | A, R, E, I, N, W |
| HAMBURG (Cappelletti) 899, 4K, 100M, 12C 10-Skip | A, E, I, N, R, S, V |
| LONDON (Baldock) 575, 5K, 90M, 19C 10-Skip | A, E, N, R, S |

Orders due next are for Token Purchase and Card Play. Conditional orders and/or general
 intentions are highly encouraged.



OPTIMIZE:

1. Alternate Destinations (see p 38 of Rulebook) 2-0-1 BCMEDw
2. Alternate Trains (5-train instead of Diesel) 1-0-1 BCMEDw
3. Extra \$4000 to the Bank 1-0-2 BCMEDw

PLAYER STATUS

Hanna, Wendellmann, Farrow, Fresh, Chinnery, Butts all with \$250.

SB Is

Hanna buys Pine Tracway (\$250-\$20 = \$230).
 Wendellmann buys Waterloo & Saugus (\$250-\$0 = \$250).
 Farrow buys Canada Co (\$250-\$0 = \$250).
 Fresh buys Great Lakes Shipping (\$250-\$0 = \$250).
 Chinnery buys Niagara Falls Suspension Bridge (\$250-\$0 = \$250).
 Butts, Hanna, Wendellmann, and Farrow pass.
 Fresh buys St. Clair Frontier Tunnel (\$180-\$0 = \$180).

We halt here to let all contemplate their position. Chinnery has the Priority. Due next time are your orders for SB 1b and for CW 1 for those who think they'll be heading a RR.

PLAYER STATUS

Hanna \$230, Pine
 Wendellmann \$250, W&S
 Farrow \$250, CC
 Fresh \$250, GLS, SOFT
 Chinnery \$180, NPSB «Priority»
 Butts \$250

1870 AFTERTHOUGHTS

Hanna: I don't think it's possible to win an 1870 game without at least two railroads. And in a 6-player game, it's really tough to run two railroads unless one of them is in the yellow. The hard decision is whether to run down the price of your first railroad or your second railroad. The big advantage in owning the MEX private is that you can usually start a second railroad early enough to get a decent one.



1998 ABBEY AWARDS ROLL

Adler Award (meritorious service)

Jim Burges (US Director of ISG/Zine Publisher)

Alan Calhoun (Trip to Japan to promote Diplomacy)

Michael Lowrey (Editor of Zine Register/Zine Publisher)

Conrad von Metzke (Zine Publisher)

Escher Award (literature)

Steve Agar - Napoleon's Mistake (Diplomacy World 881)

Alan Calhoun - My Trip to Japan (Poetry) (Diplomacy World 884)

Warren Goode - Confessions of a Diplomat (Diplomacy World 884)

Conrad von Metzke - A Hobby on the Brink (Diplomacy World 881)

Frost Award (GM performance)

Doug Kent (Mutual's Paradise)

Michael Lowrey (Carolina Consuelo & Commentary)

Conrad von Metzke (Cortaguala)

Elio Young (Tactical Assault)

Knight Award (Player performance)

Frank Eason

Sara Reichert

Bob Sorlien

Fred Winkmeyer

VOTER (PLEASE SIGN NAME LEGIBLY) _____

This year the Awards Committee is soliciting a \$1.00 donation per vote to defray costs of the plaques. This is a voluntary donation and does not affect your vote in any way. For the past year or so, committee members have been subsidizing the plaques. Unfortunately none of us works in rich living the lottery, so we need to go this route. With your donations plus (hopefully) some funds from the PDORA Auction, we will be able to keep awarding plaques. If not, paper certificates will be issued. Deadline for voting is August 15, 1998. Return ballots to: Malinda Holley, 1823 Enslow Blvd., Hestington WV 25731.



ADVANCED CIVILIZATION

Life Goes On!
Turns 15.10-16.9a



TAP# XV

10.10: RESOLVE CALAMITIES:

Treasury: Egypt takes Suez & Suez Thruway.

Supervision: Iberia reduces Kanash & New Carthage.

Epidemic: Iberia reduces Ebusus & Sardinia from remove all but one from all other lands (16 pts). Africa eliminates 2T @ Cyrenaica & Sabote, 1T @ Nubia, N Africa, W Mesopotamia, Babylonia, Campania, & Tarentum (10 pts). Egypt reduces Rome to 1, eliminates 2T @ Germany & L Germany, 1T & Phoenicia & Sidon (10 pts). Babylon eliminates 1T each from Chalde, Samaria, Suez, Syria, & Ur (5 pts).

10.11: BUY CRY CARDS: Babylon buys ENLIGHTENMENT (156) for 5 Spas (72), 1 Roma (7), 1 Okeas (1), 1 Sidon (1) & 1000. 101 and 85 credits. Crete discards one Papyrus and one Okeas. Thrac buys MUSIC (66) for 3 Iron (18), 2 Papyrus (8), 1 Ebusus (1), 100 & 10 credits. Egypt buys ENGINEERING (140) for 5 Sidon (5), 3 Sidon (7), 4 Okeas (4) and 40 credits.

10.12: ALTER ART: None relevant.

TAP# XVI

10.1: TAXATION: Crete & Iberia collect 4. Egypt collects 6t. Egypt & Thrac collect 6t. Assyria collects 10t. Africa & Babylon collect 14t.

10.2: POPULATION INCREASE: Africa & Thrac fully populous. Babylon grows 2T @ Babylonia, Suez, Syria, & Ur; 1T @ Arabia & Chalde. Iberia grows all but Ebusus & Massilia. Egypt grows all but Syria & Sidon. Egypt grows 2T @ W Desert, Tana, Phoenicia, U Egypt, 1T @ Fayum, Gaza, & Nubia. Assyria grows 2T @ Phoenicia, Cicia, Galatia, Bithynia; 1T @ Phrygia, Van, Armenia, Lycia, Milyon, L Armenia. Crete can't grow.

10.3: CENSUS:

ASSYRIA: 1000 BC, 34T, 3C, 11L, 485 CP

BABYLON: 1000 BC, 32T, 3C, 15L, 185 CP

THRACIA: 800 BC, 31T, 4C, 8L, 340 CP

IBERIA: 1200 BC, 34T, 3C, 17L, 140 CP

BABYLON: 1000 BC, 29T, 7C, 18L, 935 CP

EGYPT: 1000 BC, 28T, 4C, 18L, 480 CP

AFRICA: 800 BC, 16T, 7C, 17L, 528 CP

CRETE: 800 BC, 18T, 3C, 32L, 175 CP

10.4: BOAT BUILDING: Assyria maintains boat at Aroch, scuttles rest (1-10). Iberia scuttles all boats. Thrac NMR, boat rot. Africa maintains boats 1-10. Iberia scuttles boat at Ebusus, maintains other two (2).

10.5: MOVEMENT:

ASSYRIA: 15 Arabia-Cicia-Galatia-Lycia-Phoenicia, 3T Cicia-to-Phoenicia, 4T Galatia-Gordian, 4T Bithynia-Gordian, 1T Lycia-Galatia, 1T Phrygia-Bithynia, 1T Milyon-Kabon, 1T L Armenia-Caucasus.

IBERIA: 3T Sabina-Rome, 2T @ Germany-Belgium, 2T Gaul-Aquasura, 1T Napole-Rome, 1T L Germany-Belgium, 1T Sidon-U Germany, 1T Ebusus-Gaul, 1T Okeas-Sabina.

THRACIA: NMR, None.

BABYLON: 2T Parthia-Suez, 2T Samaria-Mesopotamia, 2T Babylonia-Parthia, 2T Syria-Damascus, 1T Arabia-Samaria.

EGYPT: 2T Nubia-Thebes, 2T Phoenicia-Thebes, 1T Phoenicia-Nubia, 2T W Desert-Mesopotamia, 4T Tana-Mesopotamia, 1T Nubia-Egypt, 2T Fayum-Suez, 2T Gaza-Tana, 1T Fayum-Tana, 1T Jerusalem-Suez, 1T Jerusalem-Gaza.

AFRICA: None.

IBERIA: 2T Kanash-Gordian, 1T Sardinia-Hispania, 2T Hispania-New Carthage, 1T Lusitania-Belgium, 1T Lusitania-Tartacornate, 1T Tartacornate-Aquasura, 1T Tartacornate-Iberia, 2T New Carthage-Ebusus, 2T Iberia-to-Ebusus, 2T Carthage-to-Sardinia, 2T Corsica-to-Sardinia.

CRETE: Orders submitted self-contradictory. All units hold.

16.6. CONFLICT: Aquitania (2 B vs 2 B + -1 each), Dacia (4 Th vs 1 Cr + 1 each), Julia (4 Th vs 2 B) + -2 B, -1 Th, Dalmatia (2 B vs 2 CR + -1 each), Gordium (8 As vs 2 B) C (2) + -2 B, -4 As. Pannonia (2 B vs 1 Cr + -1 B), Aegyptia (2 Th vs 1 B + -1 B), Thracia (2 Th vs 1 Cr + -1 each).
16.7. BUILT CITIES: Assyria build Phasias. Illyria builds Rome. Iberia builds Elmasa & Sardis. Babylon builds Baza. Egypt builds Memphis & Thebes.
16.8. STANTATION: Aquitania loses 1T @ Phasias. Thracia loses 1T @ Lemnos & Lesbos. Babylon loses 1T @ Ut.
16.9a. Trading: Egypt and Babylon buy gold. Caria (2) draws 2 cards. Iberia, Illyria, & Thracia (4) draw four cards. Assyria (4) draws 6 cards. Stack I is exhausted. Egypt (4) draws 5 cards, stack V is exhausted. Africa (7) draws 5 cards. Babylon (4) draws 6 cards; Stack II is exhausted.

We have a rail for a connection to Babylon. NHR - Ysa, NYR - Abetum. The action will pass if no non-Babylonian "No" votes are cast.

Due next time are: Note on connections, trade orders, resolution of calamities you've been dealt or know you've been treated as well as a secondary victory tie, and Car Card buys.

THE BOARD

AFRICA (Nahr): C @ Carthage, Ota, Carthago, Cyrene, Palermo, Thapsus, Tripoli; 15 @ Cyrenaea, Campana; 2T @ Balerna, Campana, Cyrenaea, E Mearitania, Jala, Libya, New Africa, Numidia, Salina, Tarrakus, Tripolitania, Tuzania, W Mearitania. **POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, DRAMA & POETRY, GUNS.**

ASSYRIA (Esk Oaburru): C @ Adsoch, Media, Ninewa, Phasias, Salama, Sinope. 2T @ Phasias, 3T @ Aracania, Vaz; 2T @ Cyrene, Miskop; 1T @ Bithynia, Cilicia, Cappadocia, Caucasus, Galatia, Iberia, L Armenia, Lydia, Sardinia, Phrygia. **MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY.**

BABYLON (Radenua): C @ Aleppo, Babylon, Carthae, Jerdia, Mar, Petra, Siles, Stone; 3T @ Samaria, Ut; 2T @ Babylon; Chaidra, Damsucca, Elam, Mesopotamia, Parthia, Syria; 1T @ Arabia, Midian, Pannania, Tyre. **CONJUG, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, ENLIGHTENMENT.**

CRETE (Irywa): C @ Rhodes, Mistas; 2T @ Delphi, Nicosia; 1T @ Athens, Agia, Corinrh, Dalmatia, Epiras, Eubria, Myrinum, Pannania, Thessaly. **METALWORKING, MYSTICISM, POTTERY**

EGYPT (Iraghoffer): C @ Alexandria, Babia, Memphis, Sardis, Sparta, Thebes; 4T @ U Egypt; 3T @ Fayum; 2T @ Phoenicia, Tarda; W Desert; 1T @ E Desert, Gaza, Sinai. **MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE, ENGINEERING.**

IBERIA (Parrut): C @ Aukana, Elmasa, Gordium, Sardis; 15 @ Elmasa, Sardis; 2T @ Aquitania, New Carthage, Pyrenae; 1T @ Baza, Caraba, Corio, Ercus, Hapara, Ibera, Lugduna, Lucania, Massilia, Norbo, Tarracena. **CLOTHMAKING, POTTERY, MYSTICISM, MUSIC.**

ILLYRIA (Izaw): C @ Apollonia, Haco, Locinara, Rome; 4T @ Germany; 3T @ Belgia, Pannonia; 2T @ Rubicon; 1T @ Aquitania, Chuspina, Gai, L Germany; Neapola, Pharia, Elam, Sardinia, U Germany. **DRAMA & POETRY, POTTERY.**

THRACE (Deske): C @ Byzantium, Sardis, Thera, Thessalonica, Troy; 3T @ Dardania; 4T @ Mestia; 3T @ Dacia, Scythia; 2T @ Cyrene, Ibera, Thracia, Tyria; 1T @ Lemnos, Lesbos, Pannania. **DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, MUSIC.**

YOUR CARDS ARE:



MAGIC REALM

John Doreyell
Game Of Spider Calt on Old Bat



THE CAST:

Dave Anderson: Buster the Brewster
John Burrows: Rosalinda Incestress the Assassin
Dan Chisney: Wanderer the Pilgrim
Pat Coadhead: Fern Crystallight the optional Woods Girl (sister)
Dan Farrow: Sir Guder the White Knight
TJ Klemm: Old Bat the Wily with DC her Favourite
Phil McCabe: Goner the Dwarf (sister)
Debbie Osborne: Xyla the optional Woods Girl

EVENING 5

No action.

CONSIDER ROLL = 5

DAY 6

CONSIDER ROLL = 4

Fern Crystallight @ DW3: NM01 Terms to stone well elated.

Buster w/ H2: 7 @ DW6: H24.2 = yL H2Loc: 1.1 = ____ 1. H2Loc: 4.2 = nothing. H2Loc: 4.2 = ____ 1. Reveal 5/10 H, Lost Castle 1, Howl 5, Hoard 6, Filler 5, Lair 8, Plunder 2. T
Giant appears at DW6.

Xyla @ DW1: H25.3, H, H DW5, H2Loc: 2.1 = loss. & awake: ____ 1. Giant moves to DW5.

Rosalinda Incestress @ DW5: H H22, H23.1 = yL H, M DW5, T. Lancers appear at the Chapel.

DC @ DW6: NM02

Old Bat @ DW6: NM02 H25.2 = re, blocked by H Spider; giant joins the fray.

Sir Guder @ M2: H25.4 = yL H M2, M M4, H2Loc: 5.4 = nothing. Reveal 5/10 M, H2Loc 4.

Wanderer @ H22: R, H22.1 = yL H H25, H H25.

COMBAT: Rosalinda 16.4 has Trouble with the Order and H 21 gets Challenged. She may lose HP or battle the Order. Old Bat has to dance with the H spider, the giant, and his club. Buster & Goner can intervene should they want to.

Over next time, Consider and Spells for Day 6 and orders for Day 7.

ROUND NOTES: The Inn is at Bat Valley 4. The Chapel is at Evil Valley 5. The ghosts are at Dark Valley 5. The House is at Court Valley 4. The Guard are at Aerial Valley 5. The Lost Castle is at DW1. The Hoard is at DW6. The Lair & a great axe are at DW5. The Situation is at M4. Fern (soon at DW6) has the Flowers of Bat which reward GOLD. Patrol & Lancers are at the Chapel, and giant are at DW6.

EXERCISE: 3 bats, 2 H spiders.





The Hunt

Farrow Wins 4th Chase!
And 5th Hunt!



THE HUNT is a word game inspired by James Lipton's book, "An Excitation of Licks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lion". Boris and Ma Ma will mark each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are marked equally. The first player to score 10 points wins three free issues of this rag. THE HUNT is run in Chases or rounds. We report the 4th Chase of the 5th Hunt and begin the 5th Chase of the 5th Hunt. Goodfellow, to the Hunt!

CHASE 4 (Thomas Clough)

| | |
|------------------|--|
| 1. bishops | luck, basket, chessboard, estate(*), native(N), soul, spread(E) |
| 2. prelate | body, carnal(E), potherality(L), prelate, prelate, prevalence(E), superiority(E) |
| 3. rabble | argument(E), bow, circumstance, commentary(L), mob, synagoga(N), toral(*) |
| 4. masses | church(N), mass, mass, multitude(E), pulpit(*), variation |
| 5. vicar | collar(L), mass(E), pasture, premonition, vicar, valley, Wakefield(E) |
| 6. televangelist | broadcast(*), broadcaster, profit(L), sound(E), vision, the able, to be |
| 7. mass | convent(L), N, Sept, habit(E), robe, superficiality(L), terror(E) |
| 8. friar | brotherhood(M), cloister(*), order(E), pen, roll, sky(E), tonic |
| 9. prelate | collar(E), discretion(L), mass(L), patch, post(2*), plethora, sharing(E) |
| 10. obscure | brown, collection(*), dedication(E), den, power, strategy(M) |

Legend: B = Boris's suggestion, L = Lipton's suggestion, N = Ma Ma's suggestion, E = multiple entries, * = sole winner, @ = tied for last, + = note

NOTE: correct spelling for a Bishop's hat is "mitre".

Chase 4 Scores: Farrow 4.50, Zimmermann 3.50, Anderson 1.00, Fisher 1.00.

Final Score: Farrow 11.58, Zimmermann 9.83, Anderson 7.41, Fisher 6.87, Goodfellow 4.50.

And so Dan pulls out a well-deserved victory and wins the 3 free issues. We'll be retiring "The Hunt" for a bit while we consider some other possibilities.

STELLAR CONQUEST

JTK: We're trying to resolve a conflict where some units are for Turn 40.

Willie: Here replacement, but still be the actually replace?

Tourey: Still awaiting Turn 15 combat and any amendment to orders for Turn 16.

END (304)

David Anderson (A)

Don Charnery (C)

Debbie Osborne (O)

Kevin Wilson (W)

TURN 3.3-4.3

O: 0. O collects 1 grain from d6 while W collects 1 grain from c2. Trades 4 lumber for 1 grain.

Build road O/g3 1-1 lumber & brick. Buy card () for 1 grain, wool & ore.

W: 7. Move Robber to d6, steals brick from C. Offers 1 ore or grain for 1 brick or lumber. Build road at d2/c2. Buy card () for 1 grain, wool & ore.

A: 7. Move Robber to c3. Steals grain from C. No trade. No action.

C: 0. O collects 1 grain from d6 while W collects 1 grain from c2. No trade. No action.

O: 7. A has 6 cards so must discard 4. Move Robber to c4. Steals ore from W. No trade. No action.

STANDING TRADE OFFERS:

Anderson will trade 1 lumber for 1 brick. Wilson will trade 1 ore or grain for 1 brick or lumber.

TURN 4.4-5.4 Rele:

Wilson: 9

Anderson: 10

Charnery: 9

Osborne: 7

Wilson: 8

Draw next are your orders for Turns 4.4-5.4. These should include your trade desires and what you'll do if a trade is made.

| Player | brick | grain | lumber | ore | wool | VP | High/Low Cards |
|----------|-------|-------|--------|-----|------|----|----------------|
| Anderson | 0 | 27 | 97 | 17 | 0 | 2 | 0 0 |
| Charnery | 0 | 1 | 0 | 0 | 0 | 3 | 0 0 |
| Osborne | 1 | 2 | 0 | 1 | 0 | 2 | 0 1 |
| Wilson | 0 | 3 | 0 | 1 | 0 | 2 | 1 1 |

LEGEND:

T goods 3-4 part

dice number

C/x kill hex / brick special part

O desert hex

F/I forest hex / lumber special part

G/g grain hex / grain special part

M/m mountain hex / ore special part

P/p pasture hex / wool special part

R robber

W water tile

\$2.99 for map

THE CARD

#1: David Anderson (A) #2: Lord Khaz (K) #3: Dea Chimmery (C) #4: Paul Boske (B)

A plays settlement at c2/d5/d2 and a road at c2/c3.

K plays settlement at d5/d3/d0 and a road at d5/d6.

C plays settlement at b4/c4/c5 and a road at b4/c4.

B plays settlement at d5/c4/c0 and a road at d5/c4.

X plays settlement at c4/d4/d5 and a road at c4/d5; collects 1 grain, lumber, & wool.

C plays settlement at b2/b3/c0 and a road at b0/c1; collects 2 lumber & 1 wool.

K plays settlement at ___ and a road at ___; collects

A plays settlement at ___ and a road at ___; collects

| Player | brick | grain | lumber | ore | wool | VP | Knights | Cards |
|----------|-------|-------|--------|-----|------|----|---------|-------|
| Anderson | 0 | 0 | 0 | 0 | 0 | 2 | 0 | 0 |
| Khaz | 0 | 0 | 0 | 0 | 0 | 2 | 0 | 0 |
| Chimmery | 0 | 0 | 2 | 0 | 1 | 2 | 0 | 0 |
| Boske | 0 | 1 | 1 | 0 | 1 | 2 | 0 | 0 |

Due next time is the completion of the set-up. When Dave phones in his orders, I'll tell him his two die rolls, and the game proper will start. The next will be reported of the situation by e-mail.

LEGEND:

? grass: 3:1 port

H/b hill hex / brick: special port

F/l forest hex / lumber special port

M/o mountain hex / ore special port

B rebellion

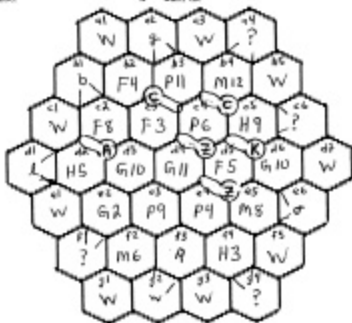
dice number

D desert hex

G/g grass hex/grass special port

P/w pasture hex/ wool special port

W water tile



ON DECK

EDGE: Deske, Horta, Crandorian, Burtia, Fusch, Farrow (55), Chisney and D-2 need 5
agreement which

ADY CITY: McCabe, Crandorian, Oskora, Khon, Anderson, need 3 more

AIR BARRON: Copeland, Crandorian, Oskora, Burtia

BRITANNIA: Khon, Horta, Boyan

CIRCUS IMPERIUM: Crandorian

CIRCUS MAGNUS:

Treney: Anderson, Crandorian, Fisher, need 5 more

CONQUEROR: Copeland, Crandorian

DEPLORACE:

Reggie: Anderson, Boyan, need 3 more

Colonel: McCabe, Anderson, Boyan, Sandoval, K Wilson need 3 more

Belton Ware: Anderson, Fisher, McCabe, K Wilson

DUNE: K Wilson, Anderson, Crandorian, Fisher, Kewenrafft, need 2-5 more

GLADIATOR Bloodbath: Crandorian, need 5 more

GUINLENGER: Anderson, Crandorian, Farrow, need 4 more

HISTORY OF THE WORLD: Anderson, Deb Oskora, Deske, Crandorian, K Wilson, Khon

KAMASURA: Crandorian

HEMELIN: Fisher, K Wilson, Burtia, Crandorian, Anderson, need 1 more

MAHARAJA: Crandorian, K Wilson, Khon, Horta, Anderson

MERCHANT OF VENUS: Oskora, Burtia, Chisney, K Wilson, need 2 more

RUSSIAN CIVIL WAR: Crandorian, K Wilson, A Burgerder

REVERTON: Deske, Oskora, Chisney, Farrow, need 1 or 2 more

TITAN: Crandorian, Khon, Anderson, A & J Burgerder, need 1 more

OTHER POSSIBILITIES: SETTLED OF CATAN, Everybody plays Chess, JUNE, MACHIAVELLI,
PLANET MINORI

I-NET

A. & J. Burgerder: aab@jstn88a.com

P. & M. Biddle: pmb@facstaff.com

P. Boyan: pboyan@vnet.net

T. Burtia: eb@tob@sat.com

J. Burtia: dnp@comp.com

D. Chisney: vdf@sat.com

P. Crandorian: ptt@nycom.com

D. Farrow: d@vnet.net

R. Fisher: rbf@tnt.com

M. Fusch: wfb@sat.com

M. Fusch: 70412.2231@compuserve.com

J. Frying: jfrying@usa.com

H. Gaudin: hga@midlandspring.com

C. Horta: cch@nada.cary.net

C. Huxler: 70514.57@compuserve.com

L. Kevlar: lk@tnt.com

I. Khon: ikh@sat.com

M. Martine: cartman1@hotmail.com

J. McGuire: jmc@tnt.com

P. McCabe: pmc@sat.com (Exp 140)

P. Maer: dm@sat.com

P. Sandoval: sandsp@tnt.com

J. & R. Shacklett: jasha@tnt.com

R. Webb: web@tnt.com (Exp 90)

B. Wilson: d@tnt.com

K. Wilson: k@tnt.com

M. Workman: w@tnt.com

A. York: a@tnt.com

P. Zinke: pz@tnt.com

R. Zimmerman: r@tnt.com

OUR SUBSCRIBERS

David Anderson, 805 Williamsbury Rd, Apt 145, Waterford, ME 48328; (248) 728-0848
 Alan & Jason Bargerder, 2128 Greenwood, Mosheim, Wisconsin 54455; (715) 958-0553
 John Boardman, 354 East 19th St, Brooklyn, NY 11220-5302
 Peter Bryson, 750 Oak St, Monterey, CA 93940; (408) 895-8216
 Tom Butcher, 15868 Harada Rd, San Diego, CA 92128-2718
 John Butta, 329 Nida, Newish, WI 54856; (416) 725-7218
 Don Chinery, 3606 Flatbush Place, Asheville, NC 28906; (704) 695-7823
 Rich Capeland, 1886 Meyers RTN Rd, Odenton, MD 21115-2067; (301) 261-0239
 Pat Conditorek, 7 Franklin St #3, Brookline, MA 02416; (617) 7734-6535
 Daniel Farrow IV, 35 W Felton Ave, Ridley Park, PA 19078; (215) 5821-8701
 Ron Fisher, 230 Nansandy Dr, Wilmington, NC 28412; (919) 385-8330
 Wade L. Fowble, 1127 Longbrook Rd, La Grange, MD 21093-0307; (410) 628-8753
 Mark French, 1128 Olympia, Naperville, IL 60540; (708) 257-7390
 Jim Fryling, 5444 Biscuit Ave SE, Renton, WA 98058; (516) 261-2756
Heath Gardner, 3817 Mayview Rd, Raleigh, NC 27607
 Chuck Hanna, 279 Willet Ct, Severna Park, MD 21156-2912; (410) 546-3677
 Chris Hasker, 691 Canda Circle, La Habra, CA 90631; (714) 773-0840
 Lee Kessler, Jr., 1503 Pilgrim Lane, Quakertown, PA 18051
 Lord Khan, 4029 Longdon Ave, Lincoln Park, ME 45145
 TJ Kluessche, 1667 E Marsh Way, FVSL, FL 32547; (850) 314-8253
 Eddie LaFarge, 810 Hill W Dale Dr, Tupelo, MS 38801
 Michael Lowery, 4022 Water Oak Rd, Charlotte, NC 28211; (704) 268-2811
 Philip McCabe, 1107 Oakland Ave, Sheboygan, WI 53081; (920) 428-6382
 Janice McGuire, 1819 Mayner Rd, Dayton, OH 45419; (937) 298-0836
 Matt Martinson, 5945 N Santa Monica Blvd, Milwaukee, WI 53217; (414) 332-6421
 Wayne Martinson, PSC 1289, Box 8-158, APO AE 09306-0158
 Philip Naat, 4310 Rhine Dr, St Louis, MO 63033; (314) 638-0606
 Debbie Osborne, 20582 Truck Rd, Ste 32, Farmington Hills, MI 48334; (248) 473-7482
 J. Rughoff, 80 E, Box 374, Potosi, MO, VA 24637; (501) 964-5479
 Jeff Sandow, 2415 17th Ave, Columbia, GA 31901; (706) 323-2329
 Paul Sanderson, 124 Hopland Lane, Sterling, VA 20154; (703) 4486-4157
 Jack & Rose Shacklett, 565 Hobbs-Ross Rd, Vine Grove, NY 40176; (602) 828-4381
 Conrad van Meulen, 4374 Donald Ave, San Diego, CA 92117
 Brad Wilson, 123 N 3rd St, 3rd Floor, Easton, PA 18042; (610) 925-6510
 Kotts Wilson, 573 Gateford Dr, Ballwin, MO 63021; (314) 391-9883
 Bill Wundtman, 541 Canyon Trail, Carol Stream, IL 60186-1364; (708) 665-0304
 Andrew York, PO Box 201117, Austin, TX 78728-1117
 Paul Zinke, 5561 Roman Lane, Glenview, IL 60025; (847) 488-8237
 Ragn Zimmersmann, 1726 Koker Rd, Hatley, WI 54440

 DEADLINE FOR MOST GAMES IS 1200 CENTRAL TIME 8 AUG 96

The Bottom Line

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c/o 2935 Dauen Ct
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